



LIVE

ONLINE ENABLED

Presented by the J.V. Stephens Co.,

THE TERRITORIAL QUARTERLY

with its Main Office in River City

PUBLISHED FOUR TIMES ANNUALLY
FOR MORE THAN TEN YEARS



DEAD MAN'S HAND



ATARI

INNOVATIONS IN MEDICAL SCIENCE

Important Information to Improve the Health of the Commonwealth

SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room and not playing when you are drunk or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reuse, re-engineering, transmission, public performance, rental, pay for play, or an innovation of copy protection is strictly prohibited.

THE TERRITORIAL QUARTERLY

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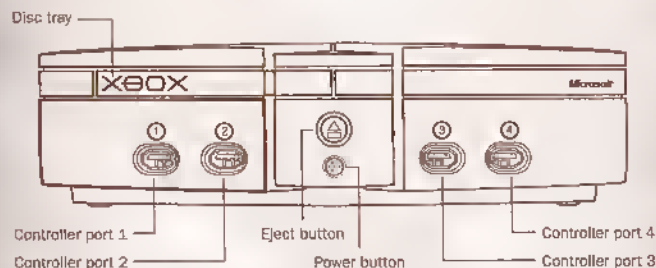
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From the BRIGHT LIGHTS of the Theater
to the THUNDERING GUNS of a Gunfight,
this AMAZING TECHNOLOGY brings
It all to your HOME!

USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Dead Man's Hand* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Dead Man's Hand*.

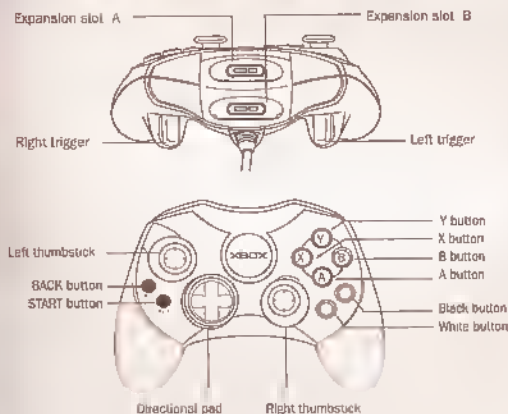


Avoiding Damage to Discs or the Disc Drive

TO AVOID DAMAGE TO DISCS OR THE DISC DRIVE:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER



CONTROLS

CONTROL	ACTION
left thumbstick	Move around / Navigate menus
right thumbstick	Control View
right trigger	Primary Fire
left trigger	Secondary Fire
directional pad left	Select Pistol
directional pad down	Select Rifle
directional pad right	Select Shotgun
directional pad up	Cycle Special Weapons
B button	Use
X button	Reload
A button	Jump
left thumbstick button	Crouch (Duck)
White button	Scoreboard (Multiplayer)
Black button	Cycle Weapons
START button	Pause / Settings

These are the default controls for playing *Dead Man's Hand*. Alternate control configurations are available in the Settings section, accessible from the Main Menu or Paused Menu.

Use the **A button** to select a menu item, and use the **B button** to go back a screen.

FROM THE FRONTIER

The innovative spirit of the hardy pioneer is driven by the rigorous challenges they face each day. In this Era of Exploration, the inspiring winds from the west have flamed the industrious spirit of our people into a raging inferno that each day forges a stunning array of inventions. In "From the Frontier" the Territorial Quarterly focuses on one of the most inspired of these devices, allowing our Readers to decide whether it will grace their homes and earn a place alongside Eli Whitney's cotton gin and Robert Fulton's steam engine. In this issue we look at an innovative handheld device that has been appearing in the hands of many gunfighters across the land.



Publisher's Preview

AN EDITORIAL BY J.V. STEPHENS

Communication lines are being strung across this great land, connecting together distant cities and places. No longer will the citizens of one community be bereft of the pleasant company of distant friends and relatives. I look with pride toward the wondrous new community that will arise on-the-lines of this wondrous system. Hopefully you will all follow the instructions on the following pages and join me in exploring this gleaming future.



XBOX LIVE™

Take *Dead Man's Hand* Beyond the Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Downloadable *Dead Man's Hand* Content

If you are an Xbox Live subscriber, you can download the very latest content (such as new levels, missions, weapons, vehicles, more) to your Xbox console.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

From Old Europe to New York, Everyone is Saying "TO THE TERRITORY!"

!! WAGON CAPTAINS and EXPEDITION LEADERS !!

Your charges trust you to know every mile from gathering to destination. Why worry about whether you are adequately supplied with provisions and provender? The J.V. Stephens Company has offices in most major eastern cities, where authorized Stephens Supply Agents wait to assist you. When you finally say "WAGONS WEST!" you will wonder how you had ever hoped to plan your journey without your Stephens Supply Agent presenting all the options available to you!

Main Menu



SINGLE PLAYER: Begin your journey as El Tejón, or continue a journey in progress.

XBOX LIVE: Battle online in four multiplayer modes (see page 13 for more information).

SYSTEM LINK: Link two or more (up to eight) Xbox consoles for head-to-head play.

SETTINGS: Adjust sound, video and gameplay options. Edit your Profile from this screen.

CREDITS: View the names of the people who brought you *Dead Man's Hand*.

**WHEN YOUR
HEAD IS
BOWED IN
SORROW**
.....

**AND YOUR SOUL
IS OUT OF TUNE**

**WHEN THE
PROSPECTS OF
TOMORROW**

**ARE BEHIND A
VEIL OF GLOOM**

**CAN'T YOU SEE
THE LIGHT
BEYOND IT?**

**JUST A GLIMMER
OF THE PRIZE?**

**KEEP A
GROPING AND
YOU'LL FIND IT**

**JUST A
BLESSING IN
DISGUISE.**

Saving and Loading

Your single-player game will be saved automatically after the completion of a level. Saved progress is indicated on the Main Menu as a star. The color of the star represents the difficulty level at which that mission was completed (Bronze = Easy, Silver = Normal, Gold = Hard).

To load a game and continue single-player play, select "Single Player" from the Main Menu. When you select your profile, the missions you have completed will appear on the Mission Selection screen.



SOLO JOURNEY



MISSION SELECTION

After loading your player profile in Single Player mode, use the directional pad to navigate the Mission Map and select one of the available missions. Available missions are represented by a circle, and completed missions are represented by a star. Once a mission is available, you can replay it at any time to try for a higher Legend Score (see page 11 for details on Legend).

DIFFICULTY SELECTION

After selecting a mission, you will see a mission summary and be asked to select a difficulty level (Easy, Normal or Hard) for the game.

WEAPON SELECTION

After selecting your level of challenge, you will be asked to select the weapons you wish to carry (see pages 9-10 for weapon descriptions). Only those weapons currently available to you can be selected. Note: In single-player gameplay, you may only carry one pistol, one rifle and one shotgun.

F.D. Stephens Company Authorized Supply

Agents

BEVERLY * NEW YORK * SEATTLE * MINNEAPOLIS
SANTA MONICA * SUNNYVALE * LONDON * PARIS
DALLAS * HUNT VALLEY * MONTREAL

BRINGING THE WORLD TO THE FRONTIER

POKER

Before entering a single-player mission, you'll have the chance to engage in a few friendly hands of poker. The game is Territorial Poker, and these are the rules:

- Ⓒ You bring no stakes to the table, and can play until you draw a losing hand. You must then immediately step away from the table.
- Ⓒ Five cards are dealt. You may discard up to three cards — unless you hold an ace, in which case you may hold the ace and discard four cards. Fresh cards are then dealt.
- Ⓒ Use the **A** button to turn a selected card face down, and the **X** button to deal new cards.



WINNING HANDS ARE AWARDED CHIPS:



Power added to your Power Meter at the mission's start



Pistol ammunition



Shotgun shells



Rifle rounds

Payouts are based on the difficulty level that you chose for the mission. Selecting a higher mission difficulty level raises your risk at the poker table — accepting a more difficult mission lowers the odds of winning hands and decreases payouts.

GUN-SLINGER GAMBLING

!! A GAME OF LIFE AND DEATH !!

In the parlors of River City, many a night is whittled away over a friendly game of whist. But on the rough-and-tumble frontier, in the bawdy saloons of boomtowns like Progress and around prospectors' campfires in Kopperud Canyon, pastebards are employed to more nefarious ends. In Territorial Poker, cardsharps are rewarded with the stock of the most deadly trade, with pintoleros and bounty hunters vying to draw winning hands that pay out not in chips and gold dust but in gunbelts and shotgun shells!

© IN THE MIND OF A BOUNTY HUNTER ©

Riding the fenceline between the lands of Life and Death, the mind of a gun for hire whirls with information never thought of by the common man. World-famous frontier bounty hunter Les Delony has often described to the editors of the Territorial Quarterly the system of mental visualization he uses to keep all the information most important to him at the forefront of his mind. Now we've asked him to explain this intriguing system to you:

THE HEADS-UP DISPLAY (HUD)



1. LEGEND SCORE: The total number of Legend Points that you've scored in your current mission.

2. CROUCH INDICATOR: When this icon is shown, El Tejón is crouching.

3. RETICULE: This indicates where you are aiming your weapon. Flashes around the reticule alert you to danger — yellow flashes indicate you are being shot at, and red flashes mean you are taking damage.

4. USE ICON: This hand-shaped icon appears when you stand in front of an object you can interact with by pressing the Use button (default is B button).

5. HEALTH: El Tejón's physical condition. The fewer curls that are displayed, the closer he is to death.

6. CHAIN METER: Displays how long you have remaining to add shots to your current Shot Chain.

7. CHAIN COUNTER: The total number of shots in your current Shot Chain.

8. POWER METER: Your accumulated amount of power, ready to be used to fire Powershots.

9. AMMUNITION: The amount of ammunition you have remaining for the weapon you're currently wielding.

A SELECTION OF THE FINEST WEAPONS

from
THE J.V. STEPHENS CO. ARMORY

Gold & Silver Certificates Redeemable in Exchange

for the Weapon of Your Choice

Delivered to the Postal Station of Your Choosing
AMMUNITION AVAILABLE FOR AN ADDITIONAL FEE

WEAPONS

PISTOLS



THE PEACEMAKER

The legendary weapon of the frontier. The select weapon of the Rangers, this gun will turn the skilled hands any gunman into those of a deadly gunslinger. Fanning this pistol sends a deadly rain of lead hurling toward your target!



HUNTLEY THUNDER

With a distinctive report as loud as its namesake, this short-ranged volcanic pistol of the mid-century has incredible stopping power. Up-close, a single shot from the Huntley Thunder has been known to strike its target with the force of a shotgun!



KANSAS PEPPERBOX

Although larger than a slinger, this infamous pistol is still small enough to be concealed in a vest pocket or boot. The double-trigger allows the chambers of the pepperbox to be fired in sequence, or for all remaining rounds to be fired simultaneously.

RIFLES



WESTERNER CARBINE

The rifle that helped settle the Territory. Favored in the hands of homesteaders, pioneers and the Territorial Rangers, the slotted rear sight allows its impressive firepower to be projected at longer ranges with the accuracy demanded by hunters, homesteaders and lawmen alike. The ideal rifle for home defense.



LEWIS REVOLVING RIFLE

Challenge the speed of the Peacemaker and the range of the Westerner! With this combination of a revolving cylinder and long bore barrel, witnesses will testify you can fire all six chambers in fewer than three seconds!



HAWKINS BUFFALO RIFLE

The rifle that can see farther than the eye. The telescopic attachment allows you to make the utmost use of this fine firearm. The choice of professionals when utmost in precision matters.

SHOTGUNS



MARTIN PUMP ACTION
When the use of a single bullet won't suffice, use the Martin Pump Action to throw a cloud of lead shot with incredible force. The only scattergun possessing the unique ability to temporarily incapacitate your target.



STEPHENS SBS DOUBLE BARREL
Crafted by the most meticulous of weapon smiths, the Singleshot SBS ("Side-By-Side") crafts two shotgun barrels next to one another, connecting them with a single hair-trigger. The best damn door-opener on the frontier.



OVERLAND EXPRESS COACHGUN
Deriving its nameake from the brave guards on the Overland Express Carries, the express barrel length is preserved. Providing substantial kick and lacking range, the exchange is a wallop of biblical proportions upon your target.

SPECIAL WEAPONS



BOWIE KNIFE

From skinning a buffalo to blazing a trail, the uses of a good knife on the frontier are innumerable. Only the greenest pioneer wouldn't carry one of these finely crafted blades for everyday use and personal defense.



DYNAMITE

Easy to light! Incredible explosive power! The creation of brilliant Swedish chemist Alfred Nobel is now available in quantity for all your mining and stump-clearing needs. Please note that the J.V.S. Co. does not condone nor take responsibility for those who might use the explosive for any criminal purpose.



WHISKEY BOMBS

Though some might take the chance in combining together their men makeshift incendiaries from lesser brands, we recommend only the finest whiskey bombs using Diamond Whiskey — bottled in River City with guaranteed longer-lasting flame and wider splash area or your next order is free!

The J.V. Stephens Company

PROTECTING YOUR LIFE AND SAVING YOUR LIFE

We Can Help!

AMMUNITION

Pistol belts and boxes of rifle bullets and shotgun shells found while on a mission can be picked up to replenish your supply of ammunition.



HEALTH

Keep an eye out for health packs that will help heal damage sustained in combat. The amount you are healed will be reflected in the Health section of the HUD.

CALLING ALL SHOOTISTS!

The Territorial Quarterly Invites All Skilled with Firearms
To Take Part in our Annual Championships

MONTHLY REGIONAL QUALIFYING TOURNAMENTS

Held at Stephens Supplied Mercantiles across the Territory, with **CHAMPIONSHIPS** held each **SIXTH OF MAY** in King Armstrong Park, near the River City Emporium of the J.V. Stephens Co.

JOIN THE LEGENDS

TO COMPETE FOR THE GRAND PRIZE: STEPHENS' ARMORY VOUCHERS
AND FREE AMMUNITION FOR ONE YEAR

LEGEND AND SCORING

As you play a mission in *Dead Man's Hand*, each of your shots that successfully hits a target will add to that mission's Legend Score. This measures up how you stack up against other pistoleros, and where you rank among the greatest gunslingers of the West. The points you receive for each hit will be displayed on the screen. Successive shots made in short periods of time are worth more points (see "Shot Chains" below). Certain types of trick shots are rewarded with bonus points:



HAT SHOT

Shooting the hat off of an enemy.



PROJECTILE SHOT

Shooting a thrown projectile (such as a knife or dynamite).



EXPLOSIVE KILL

Kills made with dynamite, or an exploded powder keg.



CRUSH KILL

Kills made by causing a heavy object to fall onto an enemy.



FIRE KILL

Kills made by burning an enemy with a whiskey bomb.



MULTI-KILL

Kills of multiple enemies within an extremely short time.



KNIFE KILL

Kills made with a knife.

SHOT CHAINS

Certain targets will enhance your legend as a gunslinger. Your Chain Meter will temporarily fill when you shoot interactive targets, multiplying your score! Hitting it returns it to zero. The longer you can keep the green in the bar, the higher your score!

Note: Enemies aren't the only targets that can become part of a Shot Chain. Signs, windmills, eggs, bottles — many mundane objects can become part of an impressive show of skill!

POWERSHOTS

In addition to rewarding you with Legend Points and additional time on the Chain Timer, successful shots add Power to the Power Meter displayed on the HUD. While holding a firearm, power can be used to make Powershots using the Secondary Fire button (default is left trigger). Powershots have special abilities and effects that will require exploration and skill to use to the greatest effect.

SETTINGS MENU

CHOOSE FROM THE FOLLOWING OPTIONS:

SETTINGS MENU

Edit Profile: Change Profile settings (see below).

Voice Over Speakers: Turn ON to play voice chat through TV speakers. Turn OFF to play voice chat through Xbox Live communication.

Gamma: Adjust the gamma setting to Low, Normal or High.

Music: Turn game music ON / OFF.

EDIT PROFILE MENU

Layout: Select a preset controller layout for selected Profile.

Controller: Adjust controller settings for selected Profile (see below).

Multiplayer: Select the character you will use in multiplayer games.

CONTROLLER SETTINGS

Look X Sensitivity: Adjust the speed at which you look left to right.

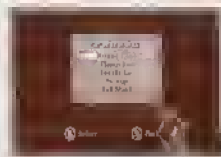
Look Y Sensitivity: Adjust the speed at which you look up and down.

Invert Look: When ON, pressing down on the thumbstick will cause you to look up. When OFF, pressing down on the thumbstick will cause you to look down (OFF is default).

Look Spring: When ON, your view will return to center when you release the Look control. When OFF, your view will stay where it is pointed when you release the Look control (OFF is default).

Vibration: Turn controller vibration ON / OFF (ON is default).

PAUSED MENU



Press the START button to pause the game.

Then choose from the following options:

Resume Game

Restart Mission

Settings

Players List (Xbox Live only)

Friends List (Xbox Live only)

Quit to Mission Menu

End Match (Multiplayer only)

MULTIPLAYER



Choose from the following options:

QUICK MATCH: Search for a server on which to play.

OPTIMATCH: Set specific server options, such as specific game types, number of players and more.

CREATE MATCH: Set up a server for others to connect to on Xbox Live.

FRIENDS: Check which of your Xbox Live Friends are online.

MULTIPLAYER SETTINGS: Adjust Xbox Live options (see below).

CONTENT DOWNLOAD: Check for recent content updates!

MULTIPLAYER SETTINGS

APPEAR OFFLINE: Choose whether your online status is visible to other Friends.

VOICE OVER SPEAKERS: Turn ON to play voice chat through TV speakers.

VOICE MASKING: Set online voice.

CHARACTER: Change character appearance.

MULTIPLAYER GAME TYPES

DEATHMATCH: Every man for himself.

TEAM DEATHMATCH: Two teams battle.

BOUNTY: Everyone is after one player.

POSSE: You and others defend yourselves from progressively sinister AI enemies.

GAME SETTINGS - DEATHMATCH

TIME LIMIT: Set the game time limit (5, 10, 15, 20 minutes).

SCORE LIMIT: Set the game score limit (5, 10, 15, 20, 25 points).

MAX PLAYERS: Set maximum number of players allowed in the game (2-8).

PRIVATE SLOTS: (Live only) Adjust number of game slots reserved for private invites.

WEAPONS STAY: Choose whether weapons respawn or stay after they are picked up.

BOTS: Select whether or not to allow AI bots.

BOT SKILL: Adjust the skills of the bots (Novice, Skilled, Masterful, Godlike).

GAME SETTINGS - TEAM DM

TIME LIMIT: Set the game time limit (5, 10, 15, 20 minutes).

SCORE LIMIT: Set the game score limit (5, 10, 15, 20, 25 points).

MAX PLAYERS: Set maximum number of players allowed in the game (2-8).

PRIVATE SLOTS: (Live only) Adjust number of game slots reserved for private invites.

WEAPONS STAY: Choose whether weapons respawn or stay after they are picked up.

BOTS: Select whether or not to allow AI bots.

BOT SKILL: Adjust the skills of the bots (Novice, Skilled, Masterful, Godlike).

GAME SETTINGS - BOUNTY

MAX PLAYERS: Set maximum number of players allowed in the game (2-8).

PRIVATE SLOTS: (Live only) Adjust number of game slots reserved for private invites.

WEAPONS STAY: Choose whether weapons respawn or stay after they are picked up.

BOTS: Select whether or not to allow AI bots.

BOT SKILL: Adjust the skills of the bots (Novice, Skilled, Masterful, Godlike).

CREDITS

When in the Capital of our fine Territory, be certain to visit the
J.V. Stephens Co. Emporium
where you'll find Thousands of Fine Products
and the Exciting Melodrama

DEAD MAN'S HAND

BEING PRESENTED IN OUR GRAND THEATER
BY THE FOLLOWING TALENTED PROFESSIONALS:

HUMAN HEAD STUDIOS

Ben Gokey
Project Lead
James Sumwalt
Art Lead
Timothy S. Gerritsen
Business Director and Project Management
Dave Halsted
Level Design Lead
Mike Creddick
Programming Lead
David Gulliseno
Animation Lead
Michael Lerson
Audio Direction and Production
Seth Johnson
Design Assistant
Deve Helsted
Mike Ryan
James Sumwalt
Ashley Welch
Jason O'Connell
Level Design
Mike Creddick
Ben Gokey
Toby Jones
Jimmy Shin
Scott Dudley
Programming
James Sumwalt
Brian Decker
Nichol Norman
Rebecca Reitenmund
Modeling and Texturing

David Gulliseno
Derek Dey
Animation
Shene Gurno
James Sumwalt
Menu and Interface Art
Human Head Studios
Story and Mission Design
Seth Johnson
Script, Dialogue, and Menu
Timothy S. Gerritsen
Additional Dialogue
Michael Larson
Sound Design/Celebrity
Rom Di Prisco
Michael Larson
Music
Lee Ernst
Jonathan Weinwright
Tejumole F. Ologboni
Robb Smith
Carolyn Klein
Debra Staples
Leanne Gordon
Jey King
The H.H. Posse
Voice Actors
Seki Keskas
Additional Guitars
Jim B. Reay
Additional Composition
Jean-Paul LeBreton
Additional Development

Special Thanks

Nathaniel Albricht
Aeron Behr
Tim Bowman
Ted Helsted
Paul MacArthur
Eli Quinn
Jean-Paul LeBreton
Photograph on page 4 courtesy of Western
History/Genealogy (Genealogy) Department,
Denver Public Library

STREAMLINE STUDIOS

(Single-Player Opening Montage)
Adrien Banninga
Lead Artist
Renier Benninge
Technical Art Director
Héctor R. Fernández
Director of Creative Development
Alexander L. Fernández
Managing Director

ATARI

A-COMPANY

Peter "Twisted Cowboy" Armstrong
Director of Product Development
Jey "Captain Sterling" King
Producer
Peter "Oed" Eckert
Michael "Praetor-Vong" Hetheway
Associate Producers
David "Degsy" Degnan
Quality Assurance Sheriff
Amy "Venom Weenin" Denim Jordan
Steve "Mr. Chaps" Charbonneau
Michael "Kilreven" Gjere
Nate "Rattlesnake" Birkholz
Michael "7 Card Stud" Cucchiarella
Chris "Capt. Mediocre" Lundeen
Quality Assurance Freedom Fighters

B-COMPANY

Jeff "Tabasco" Foley
Senior Brand Manager
Peter "Sideshow" Malliss
Director of Marketing

Stacey "Polecat" Clement
Public Relations

C-COMPANY

Steve "Hoss" Martin
Director of Creative Services
Eric "Lil' Yee-Hew" Hoppe
Graphics Designer
Cheile "The Bullet" Rizzo
Art Director

Elizabeth "Leeping Lizard" Mackney
Director of Editorial & Documentation Services
Kurt "Dude" Carlson
Rendi "Cowgirl" Kravitz
Documentation Specialists
Paul "Moonshine" Collin
Copywriter

D-COMPANY

Joy "Sunshine" Schmeer
Sr. Manager Strategic Relations
Cecilie "Peccemaker" Hernandez
Sr. Manager Strategic Relations
Sheila "Bobcat" Petel
Strategic Relations Specialist

E-COMPANY

Michael "The Gun" Gilmartin
Director of Publishing Support
Chuck "Enforcer" Nunez
Deve "Colonel" Streng
"Constable" Donny Cley
Quality Assurance Lawmen
Juen "Dirty" Sanchez
Quality Assurance Sheriff
Daniyel "The Duke" Garcia
Quality Assurance Deputy
Mike "Doc" O'Shea
Kenny "Phantom Gun" Yen
Jaime "Lefty" Gonzalez
Owen "Rusty" Nelson
Tony "Two Guns" Hsu
Anthony "Shenghei Kid" Me
Mark "The Gunshow" Albeyan
Cher "Yeehew Bunnie" Rocha
Brad "Lest Men Standing" Johnson
Mike "Phoenix" Greenler
Infamous Desperados of Quality Assurance

F-COMPANY

Jon "Overseer" Nelson
Executive Producer, Online Marketing
Kyle "Tombstone" Peschel
Senior Web Producer

Devon Zndorning
Peter Eckert
Jey King
DMH Online Design

BELIEVERS

Bruno Bonell, John Hurlbut, Mett Fiery,
Constantine Hentzopoulos, Jell Ault
and LaNee Selsbury
Those that Believed

SPECIAL THANKS

Melisse and JC King, Kette Eckert, Alisse
"Sheba" Baker, Enrico Granados, Kenny "Quick"
Robinson, Peter Sodinow, Jimmy Bullett and...
a special welcome to ...Ced William Eckert,
born 10/13/2003.

ATARI WEB SITES

To get the most out of your new game,
visit us at:

<http://www.dmhgame.com>
www.us.atari.com

To send e-cards to your friends, download wallpa-
pers, or get access to other free stuff, visit our
Freebies section at:

www.us.atari.com/freebies

If you would like to chat with other gamers, as
well as developers, visit our Community Forum
area at:

www.ataricomunity.com

Kids, check with your parent or guardian
before visiting any web site.

Chat Messages: Atari does not monitor, control,
endorse, or accept responsibility for the content of
chat messages. You are strongly encouraged not to give
out identity or other personal information through
chat message transmissions. Kids, check with your par-
ent or guardian if you are concerned about any chat
you receive.

Use of Atari web sites is subject to terms and con-
ditions, which you can access at:

www.us.atari.com/terms_of_service.asp

A PROMISE TO OUR CUSTOMERS

*We will employ the Utmost of our Abilities and Resources to provide you, The Customer, with
only goods of the highest caliber. If you have Questions about or Difficulties with any of our Fine
Products, you need only contact our Assigned Representatives and we will address
any Concerns you may have.*

—J.V. STEPHENS, PROP. J.V.S. Co

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via
the Internet at:

<http://www.atarissupport.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if
they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within
the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require ver-
ifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are
available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support at (425) 951-7108**. Our **Interactive Voice Response** system is
generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on
Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional
game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more
quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our
known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak,
package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When promp-
ted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would
require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-
digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be
closed on major holidays.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please
include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization
Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will
receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be
returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of origi-
nal purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original
purchaser, if the item is accompanied by the original dated receipt and packaging.

NOTES

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You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

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